IN THE CLAIMS

Please withdraw claims 58-60 and 62. Please add claims 63-66. A copy of all claims now pending follows:

1. – 35. (Cancelled).

36. (Previously presented) A method for optimizing non-interactive three-dimensional content for playback on a target device, the method comprising:

applying a first optimization to the content to obtain a first optimized result, the first optimization associated with a model of the target device;

comparing the first optimized result against ideal results to determine a first error measurement;

responsive to the error measurement exceeding a threshold:

applying a second optimization to the content to obtain a second optimized result, the second optimization associated with the target device; and

comparing the second optimized result against the ideal results to determine a second error measurement, the second error measurement not exceeding the threshold.

37. (Previously presented) The method of claim 36, further comprising:

applying a third optimization to the content to obtain a third optimized result, the third optimization associated with a delivery infrastructure.

38. (Previously presented) The method of claim 37 wherein the delivery infrastructure is the Internet.

39. (Previously presented) The method of claim 37 wherein the delivery infrastructure is a computer readable medium.

40. (Previously presented) The method of claim 39 wherein the rendering statistics include a rendering time.

41. (Previously presented) The method of clam 36 wherein determining a first error measurement includes performing an RMS error analysis.

42. (Previously presented) The method of claim 36 wherein determining a first error measurement includes performing a pixel coverage analysis.

43. (Previously presented) The method of claim 36 wherein the first optimization is microcode generation optimization.

44. (Previously presented) The method of claim 36 wherein the first optimization includes injecting corrective data

45. (Previously presented) The method of claim 36 wherein the first optimization includes scheduling object rendering and reordering of objects to be rendered.

46. (Previously presented) The method of claim 36 wherein the first optimization includes an image based rendering technique.

47. (Previously presented) The method of claim 36 wherein the first optimization includes deletion of unused data or delaying of rendering of data.

48. (Previously presented) The method of claim 36 wherein the first optimization includes using pre-computed runtime parameters.

49. (Previously presented) The method of claim 36 wherein the first optimization includes optimizing assets.

50. (Previously presented) The method of claim 36 wherein the first optimization includes texture creation.

51. (Previously presented) The method of claim 36 wherein the first optimization includes shading computations.

52. (Previously presented) The method of claim 36 wherein the first optimization includes manipulating geometry of content objects.

53. (Previously presented) The method of claim 36 wherein the first optimization includes visibility determination of objects within the image.

54. (Previously presented) The method of claim 36 wherein the first optimization includes compression.

55. (Previously presented) The method of claim 36 further comprising storing the second optimized result in a streaming format.

56. (Previously presented) The method of claim 36, wherein the first optimized results include pixels.

57. (Previously presented) The method of claim 36 wherein the first optimized results include rendering statistics.

58.-60. (Withdrawn)

61. (Previously presented) A computer program product for optimizing non-interactive three-dimensional content for playback on a target device, the computer program product stored on a computer readable medium and adapted to perform the operations of:

applying a first optimization to the content to obtain a first optimized result, the first optimization associated with a model of the target device;

comparing the first optimized result against ideal results to determine a first error measurement;

responsive to the error measurement exceeding a threshold:

applying a second optimization to the content to obtain a second optimized result, the second optimization associated with the target device; and

comparing the second optimized result against the ideal results to determine a second error measurement, the second error measurement not exceeding the threshold.

62. (Withdrawn)

63. (New) A system for optimizing non-interactive three-dimensional content for playback on a target device, the system comprising:

an import unit for receiving content data; and

a target-specific optimization unit, communicatively coupled to the import unit, for producing three-dimensional scene descriptions, the scene descriptions optimized according to the target device.

64. (New) The system of claim 58 wherein the target-specific optimization unit includes the target device.

65. (New) The system of claim 58 wherein the target-specific optimization unit includes a simulation of the target device.

66. (New) A system for optimizing non-interactive three-dimensional content for playback on a target device, the system comprising:

import means for receiving content data; and

target-specific optimizing means, communicatively coupled to the import means, for producing three-dimensional scene descriptions, the scene descriptions optimized according to the target device.